[0086]   The computing device **602** can modify, access, or otherwise use electronic content. The electronic content may be resident in any suitable non-transitory computer-readable medium and execute on any suitable processor. In one embodiment, the electronic content can reside in the memory **606** at the computing system **602**. In another embodiment, the electronic content can be accessed by the computing system **602** from a remote content provider via a data network.

[0087]   The memory **606** can include any suitable non-transitory computer-readable medium. A computer-readable medium may include, but is not limited to, electronic, optical, magnetic, or other storage device capable of providing a processor with computer-readable instructions or other program code. Other examples comprise, but are not limited to, a floppy disk, CD-ROM, DVD, magnetic disk, memory chip, ROM, RAM, an ASIC, a configured processor, optical storage, magnetic tape or other magnetic storage, or any other medium from which a computer processor can read instructions. The instructions may comprise processor-specific instructions generated by a compiler and/or an interpreter from code written in any suitable computer-programming language, including, for example, C, C++, C#, Visual Basic, Java, Python, Perl, JavaScript, and Action-Script.

[0088]   A graphics module **616** stored in the memory **606** can configure the processor **604** to prepare electronic content for rendering in a graphical interface and/or render the electronic content in the graphical interface. In some embodiments, the graphics module **616** can be a stand-alone application executed by the processor **604**. In other embodiments, the graphics module **616** can be a software module included in or accessible by a separate application executed by the processor **604** that is configured to modify, access, or otherwise use the electronic content.

[0089]   FIG. 7 is a block diagram of a method **700** of an embodiment of the invention of changing a display based at least in part on a gaze point of a user on the display. At block **710**, if a particular gaze input received, for example a gaze input not proximate to the center of the display, then method **700** advances to block **720**, and the display is changed based in least in part on the particular gaze input. For example, a perspective of virtual camera from which a display rendering is being produced is changed. In one example, if the user's gaze location is on the right side of the display, the display may pan right.

[0090]   At block **730**, in this embodiment a particular non-gaze input is awaited. Absent the non-gaze input being received, the display continues to change at block **720**. However, if a particular non-gaze input is received, then at block **740** the change of the display ceases. For example, if panning of the display is occurring due to a gaze of the user being near an edge of the display, a keyboard input that is normally used to control panning may cause gaze-based panning to cease. While not shown, in some embodiments, if the particular gaze input ceases, then the change of the display may also cease. For example, if the user ceases gazing at an area proximate to an edge of the display and instead returns their gaze to an area proximate to the center of the display.

[0091]   It should be understood that the various methods described herein for interacting with and controlling computer devices and computer programs may be implemented by way of computer-readable instructions or other program

code, which may have various different and alternative functional arrangements, processing flows, method steps, etc. Any suitable programming, scripting, or other type of language or combinations of languages may be used to implement the teachings contained herein in software to be used in programming or configuring a computing device.

[0092]   Unless specifically stated otherwise, it is appreciated that throughout this specification discussions utilizing terms such as "processing," "computing," "calculating," "determining," and "identifying" or the like refer to actions or processes of a computing device. The use of "adapted to" or "configured to" herein is meant as open and inclusive language that does not foreclose devices adapted to or configured to perform additional tasks or steps. Additionally, the use of "based on" is meant to be open and inclusive, in that a process, step, calculation, or other action "based on" one or more recited conditions or values may, in practice, be based on additional conditions or values beyond those recited. Headings, lists, and numbering included herein are for ease of explanation only and are not meant to be limiting.

[0093]   Numerous specific details are set forth herein to provide a thorough understanding of the subject matter of the various embodiments. However, those skilled in the art will understand that such subject matter may be practiced without some or all of these specific details. In other instances, methods, apparatuses, or systems that would be known by one of ordinary skill have not been described in detail so as not to obscure claimed subject matter.

[0094]   While the present subject matter has been described in some detail with respect to specific embodiments thereof, it will be appreciated that those skilled in the art, upon attaining an understanding of the foregoing, may readily produce alterations to, variations of, and equivalents to such embodiments. Accordingly, it should be understood that the present disclosure has been presented for purposes of example rather than limitation, and does not preclude inclusion of such modifications, variations, and/or additions to the present subject matter as would be readily apparent to one of ordinary skill in the art.

[0095]   The invention has now been described in detail for the purposes of clarity and understanding. However, it will be appreciated that certain changes and modifications may be practiced within the scope of the appended claims.

What is claimed is:

1. A method for changing a display based at least in part on a gaze point of a user on the display and a rotation of a head of the user, wherein the method comprises:

   receiving information identifying a location of the gaze point of the user on the display;

   receiving information identifying a degree of rotation of the head of the user, and

   based at least in part on the location of the gaze point, and the degree of rotation of the head of the user, causing a virtual camera perspective to change, thereby causing content on the display associated with the virtual camera to change.

2. The method for changing a display of claim **1**, wherein causing the virtual camera perspective to change comprises:

   panning the virtual camera.

3. The method for changing a display of claim **1**, wherein causing the virtual camera perspective to change comprises:

   changing a degree of rotation of the virtual camera.